

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently Amended) A method for combining the functionality of a set of at least two command calls into a single logical button, said method comprising:

 prioritizing the set of command calls from highest priority to lowest priority; ~~and~~

 issuing a first command call to an application after the logical button is activated;

 recognizing when ~~[[a]]~~ the first command call issued to the application is rejected by ~~an~~ the application; and

 if the first command call is rejected by the application, then automatically sending
issuing at least one lower priority command call to the application.
2. (Currently Amended) The method of claim 1 wherein the ~~commands~~ command calls therein combined are keyboard command calls Back and Escape.
3. (Previously Presented) The method of claim 2 wherein the Back keyboard command call is prioritized first, and the Escape keyboard command call is prioritized last.
4. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_UP.
5. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_UP and a lower priority command is keyboard command Up Arrow.
6. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_UP and a lower priority command is keyboard command Scroll Up.

7. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_UP and a lower priority command is keyboard command Page Up.
8. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_DOWN.
9. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_DOWN and a lower priority command is keyboard command Down Arrow.
10. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_DOWN and a lower priority command is keyboard command Scroll Down.
11. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_DOWN and a lower priority command is keyboard command Page Down.
12. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_NEXT.
13. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_NEXT and a lower priority command is keyboard command Tab.
14. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_NEXT and a lower priority command is keyboard command Right Arrow.

15. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_PREV.
16. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_PREV and a lower priority command is keyboard command Shift-Tab.
17. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_PREV and a lower priority command is keyboard command Left Arrow.
18. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_ENTER.
19. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_ENTER and a lower priority command is keyboard command Return.
20. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_ENTER and a lower priority command is keyboard command Enter.
21. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_ENTER and a lower priority command is a special command Play.
22. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_OUT.
23. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_OUT and a lower priority command is keyboard command Browser Back.

24. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_OUT and a lower priority command is keyboard command Escape.
25. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_OUT and a lower priority command is a special command Stop.
26. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_OUT and a lower priority command is keyboard command Alt-F4.
27. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_SWITCH.
28. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_SWITCH and a lower priority command is keyboard command Alt-Escape.
29. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_SWITCH and a lower priority command is keyboard command Alt-Tab.
30. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_SWITCH and a lower priority command is a Windows Key.
31. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_SWITCH and a lower priority command is keyboard command Home.

32. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_MENU.
33. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_MENU and a lower priority command is keyboard command Shift-F10.
34. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND_MENU and a lower priority command is a special command for Settings.
35. (Currently Amended) A method for cascading commands, said method comprising:
determining whether a window is at the beginning of its history, and if the window is not at the beginning of its history, then
using [[a]] an operating system shell hook to issue a first command as an application command to an application following the activation of a logical button, wherein the first command is a keyboard command call Back; and
if the ~~application~~ first command is rejected by the application, then automatically issuing a different at least a second command directly to the operating system as an application command to the application using an operating system shell hook, wherein the second command is a keyboard command call Escape; and
if the window is at the beginning of its history, then using an operating system shell hook to issue at least the second command as an application command to the application.

36. (Original) A user interface system, said system comprising an interface that generates a logical input for one of a group of commands to be applied to an object, said group of commands comprising ENTER, UP, DOWN, and OUT; a subsystem for processing an ENTER command; a subsystem for processing an UP command; a subsystem for processing a DOWN command; and a subsystem for processing an OUT command; and, in regard to the OUT command, said system implementing the method of claim 1.

37. (Currently Amended) A computer-readable storage medium having computer-readable instructions for combining the functionality of a set of at least two command calls into a single logical button, said method comprising:

prioritizing the set of command calls from first to last; ~~and~~

when the logical button is activated, using an operating system shell hook to ~~make~~ issue an application command call for ~~the each~~ each command calls, except the last, in priority order until a first command call is not rejected by the application, and therefore accepted by the application, or until all but the last command call remains; and

if all but the last command call are rejected by the application in the previous element, then issuing the last command call as an operating system command.

38. (Currently Amended) The computer-readable storage medium of claim 37 wherein the ~~commands~~ command calls therein combined are keyboard command calls Back and Escape

39. (Previously Presented) The computer-readable storage medium of claim 38 wherein the Back keyboard command call is prioritized first, and the Escape keyboard command call is prioritized last.

40. (Original) A hardware control device for navigating an object by generating a logical input for one of a group of commands to be applied to an object, said group of commands comprising ENTER, UP, DOWN, and OUT and which produces an ENTER command, an UP command, a DOWN command, and an OUT command for the computer system; and, in regard to the OUT command, said device implementing the method of claim 1.

41. (Original) A hardware control device comprising means for navigating an object by generating a logical input for one of a group of commands to be applied to an object, said group of commands comprising ENTER, UP, DOWN, and OUT, said device implementing the method of claim 1.